

Onion-Skinning in Animation and why it is Important

The concept of shooting your animation with the "*onion-skinning*" (called "*MIX*" in TVPaint terms) enabled is to have better control over the accuracy of your animation. That's why it's important to use a camera that can provide a *LIVE VIDEO FEED* to TVPaint , such as the live video feed you get from one of the recommended HD webcams.

To better explain the onion-skinning/MIX function , here are some screen shots that should make the concept clear (also see the PDF handout on the [TVPaint WIKI](#) called

[OnionSkin-Mix-GhostImagesv2.pdf](#) (right-click and Save As ... on the link)

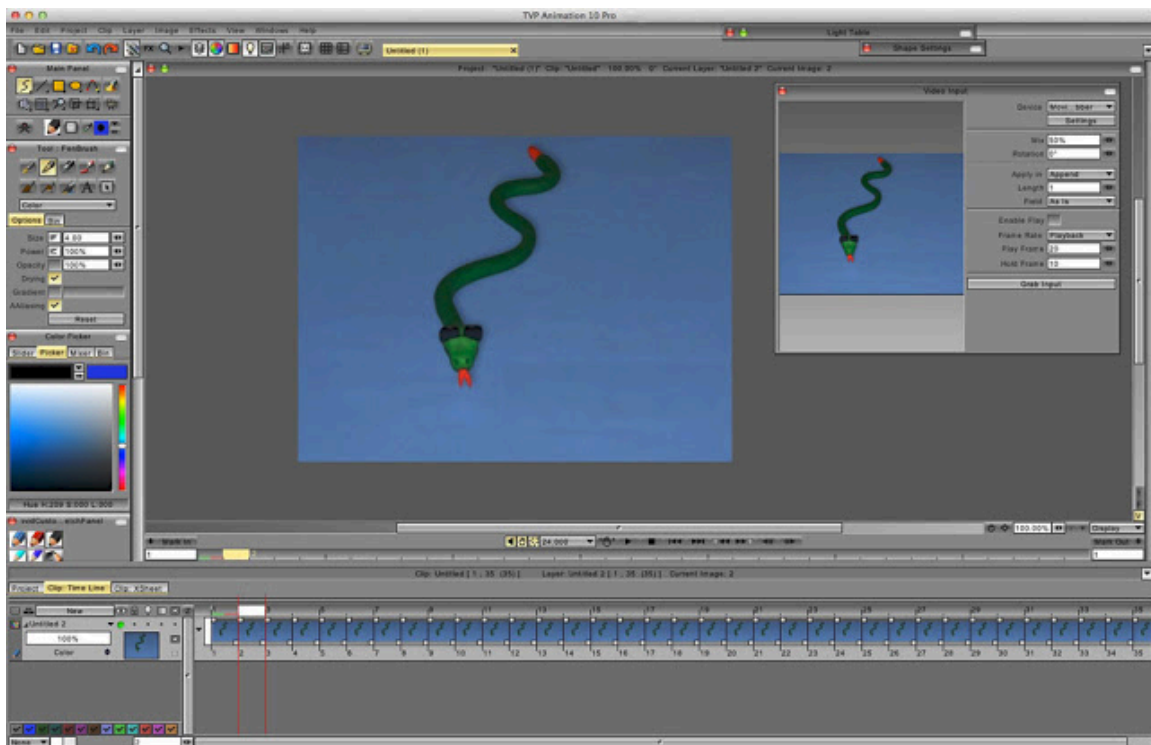
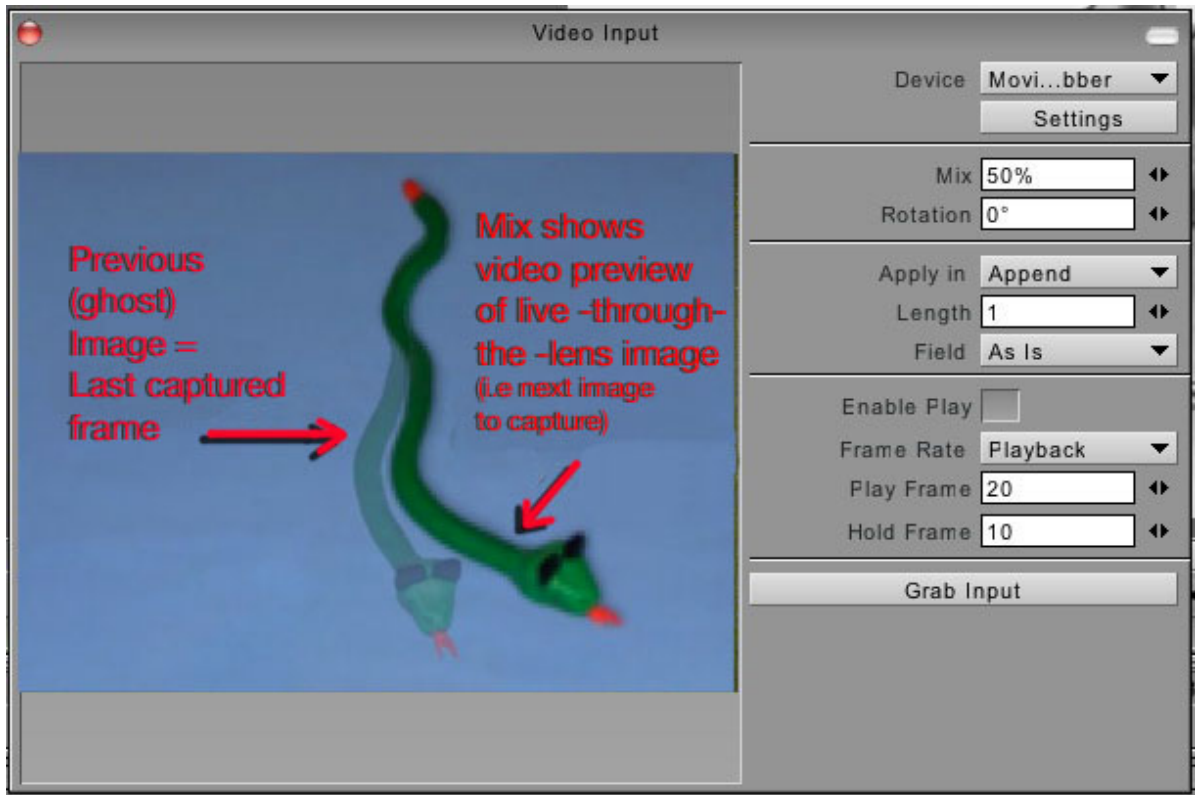
Also refer again to this video tutorial on shooting stop-motion with TVPaint (including instructions on how to use the *onion-skinning/MIX function*, which is also covered in the video tutorials in the MEDIA section of the class.)

https://www.youtube.com/watch?v=EMA_FSdWBkA

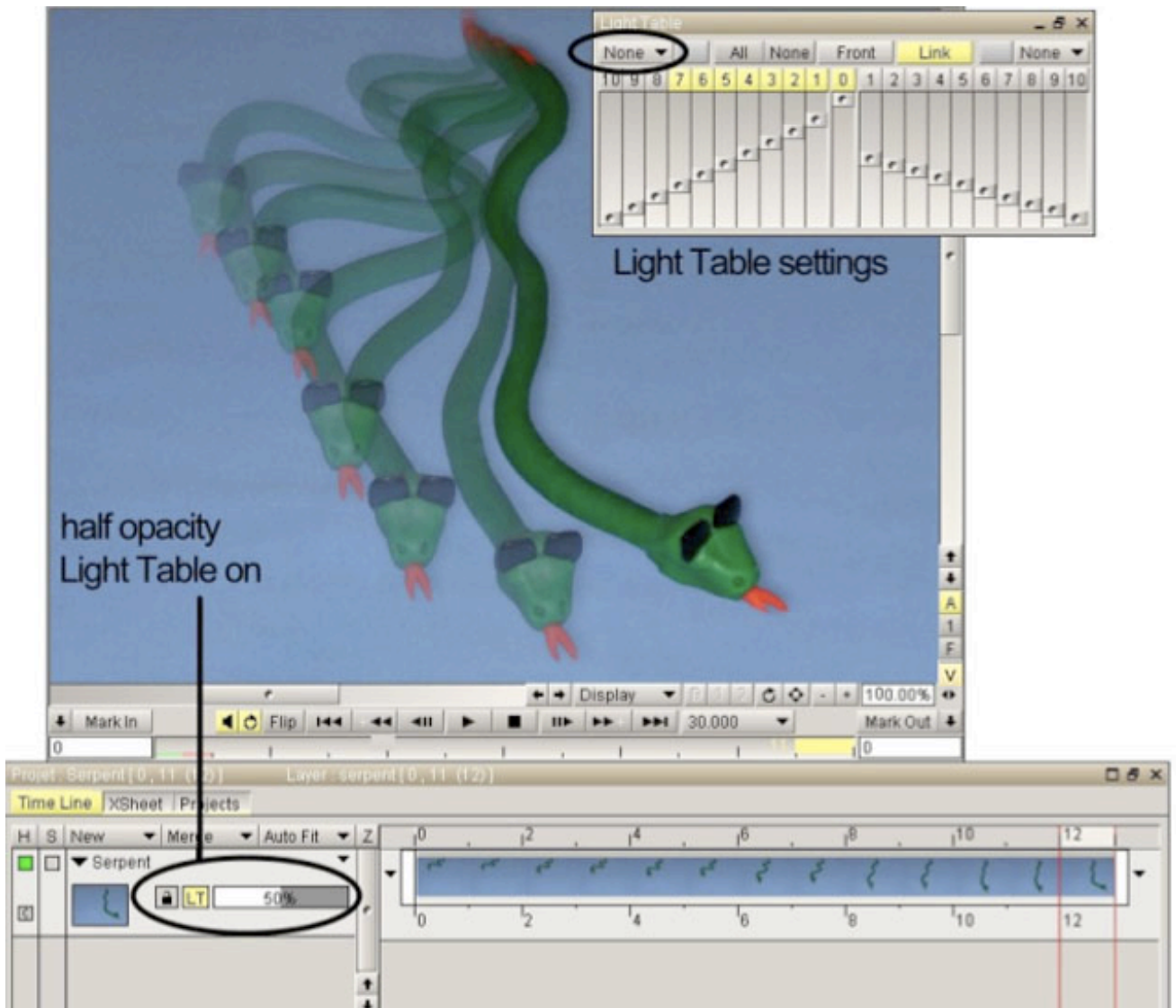
(again, don't let it throw you off that the guy doing the tutorial says "*TVPaint 9.5*" ... the procedure is basically the same in the newer TVPaint 10 and TVPaint 11 , although the interface is a bit different in TVPaint 10 and TVPaint 11. In TVPaint 10 the Video Input (aka "video grabber") panel is accessed from Windows > Settings > Video In settings. In TVPaint 11 it is accessed from Windows > Animation > Video In .

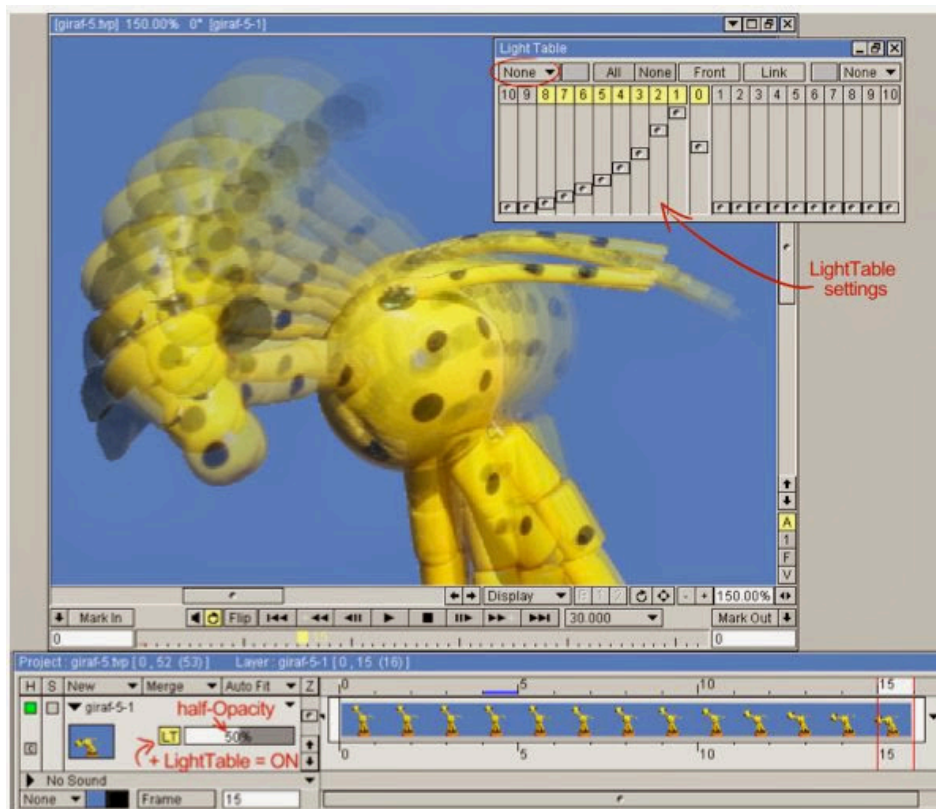
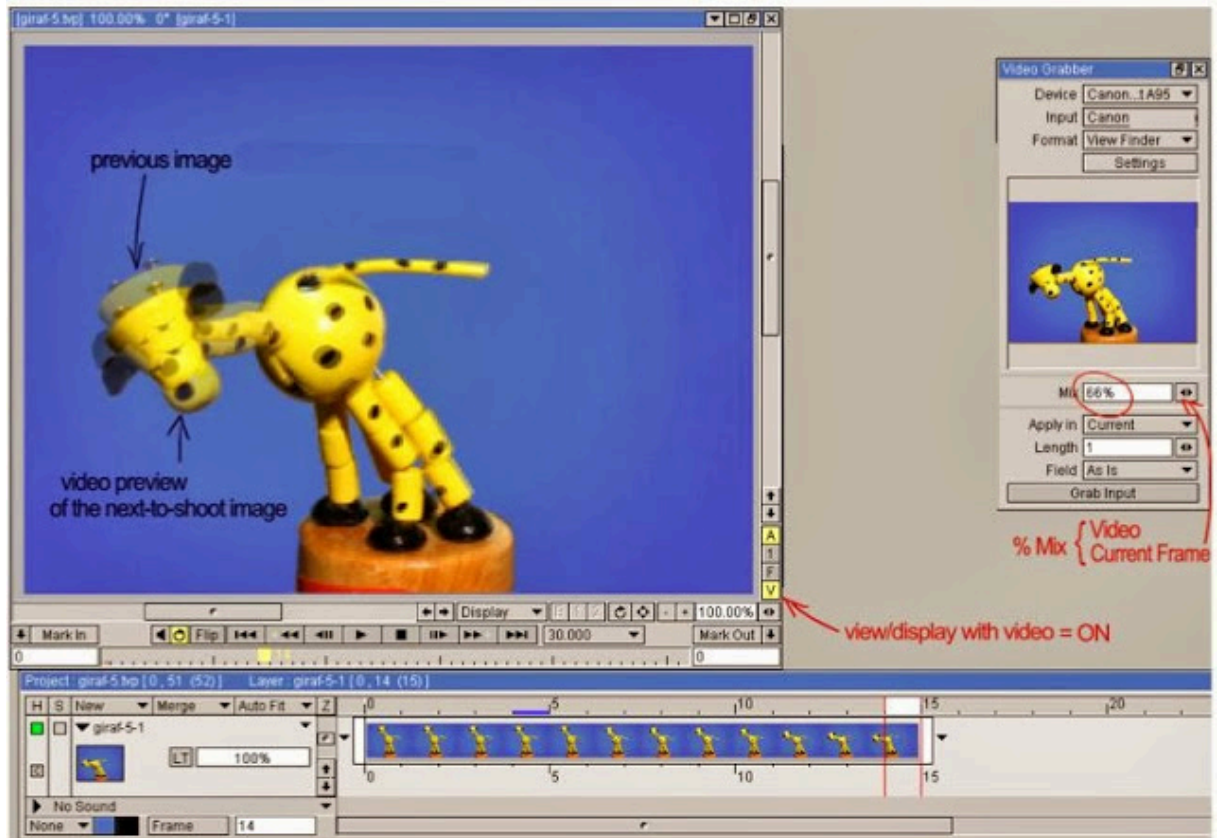
In TVPaint 9/9.5 this was called "Video Grabber" , but is now called Video Input in TVPaint 10 - 11 . It's *the exact SAME thing* and functions the same in all versions of TVPaint .)

In TVPaint the "onion-skinning" function is called *MIX* - set it to about 50% or whatever percentage allows you to see the previous frame ghosted over your current live frame to allow you to accurately gauge how much you need to move the object on the next frame-

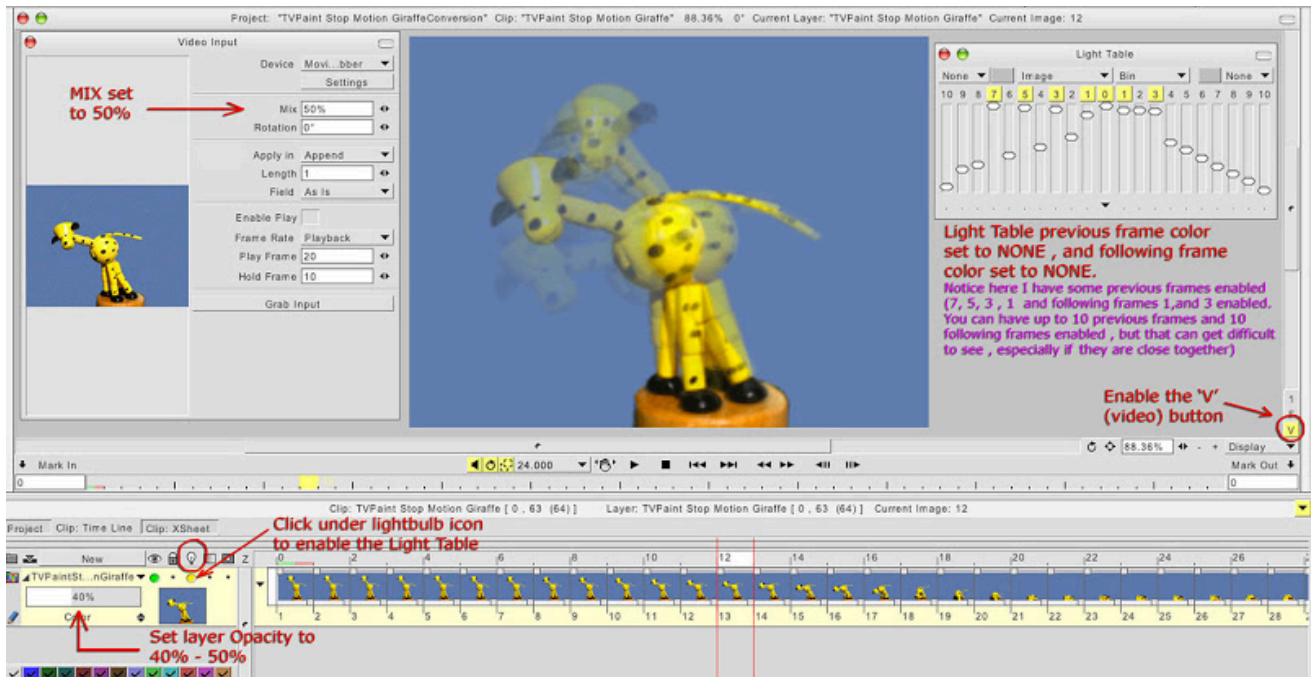


Used in combination with the Light Table settings you can see up to 10 previous frames superimposed against your current live frame –

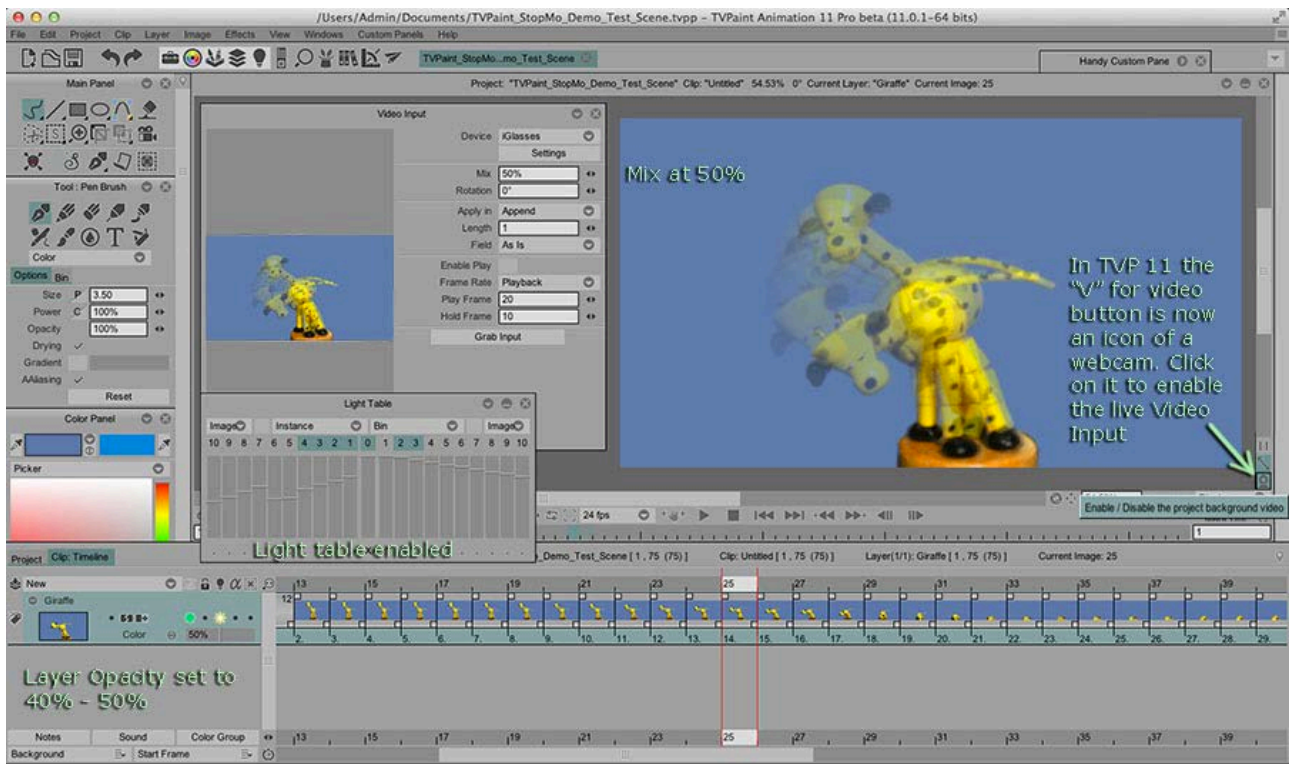




TVPaint 10/10.5 interface -

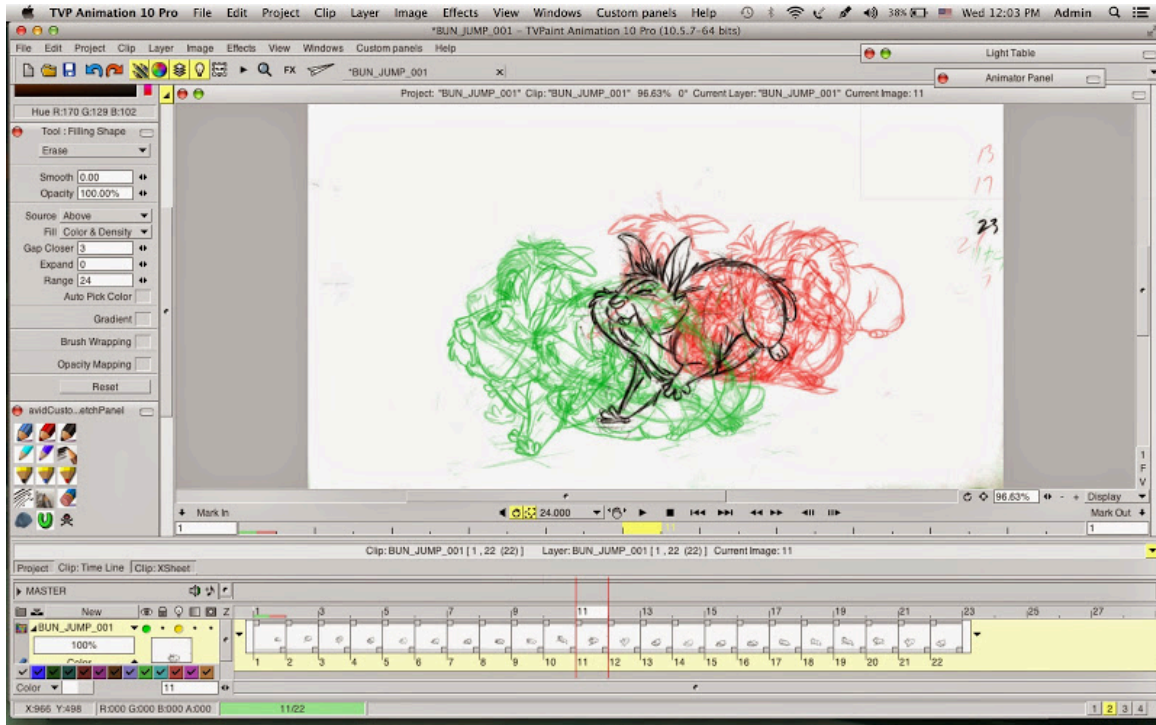


TVPaint 11 interface -



(as you can see, it's basically the same as TVPaint 10, just some slight cosmetic changes) -

For hand-drawn animation the same thing is possible with the Light Table , so you can see the spacing of your drawings (up to 10 previous images and 10 following images) -



MORE about the LIGHT TABLE -

Last semester in ANM 180 a student had a question about the Light Table . I thought my answer might be useful here , so I'm reposting it:

QUESTION:

"I was having a problem getting the Light Table (onion-skinning) feature to work on TVP. It seems as though my timeline is different that the one as such it the image above is. It doesn't have the LT next to the tab on every frame as shown in the video demo in the MEDIA section. How do I switch these?"

ANSWER:

First of all, please check the [TVPaint User Manual](#) to get acquainted with the interface of TVPaint 10. (which as you noticed is slightly different from the TVPaint 9 interface in the video demos in the MEDIA section and some of the screen caps from TVP 9 in the PDFs on the TVPaint Wiki)

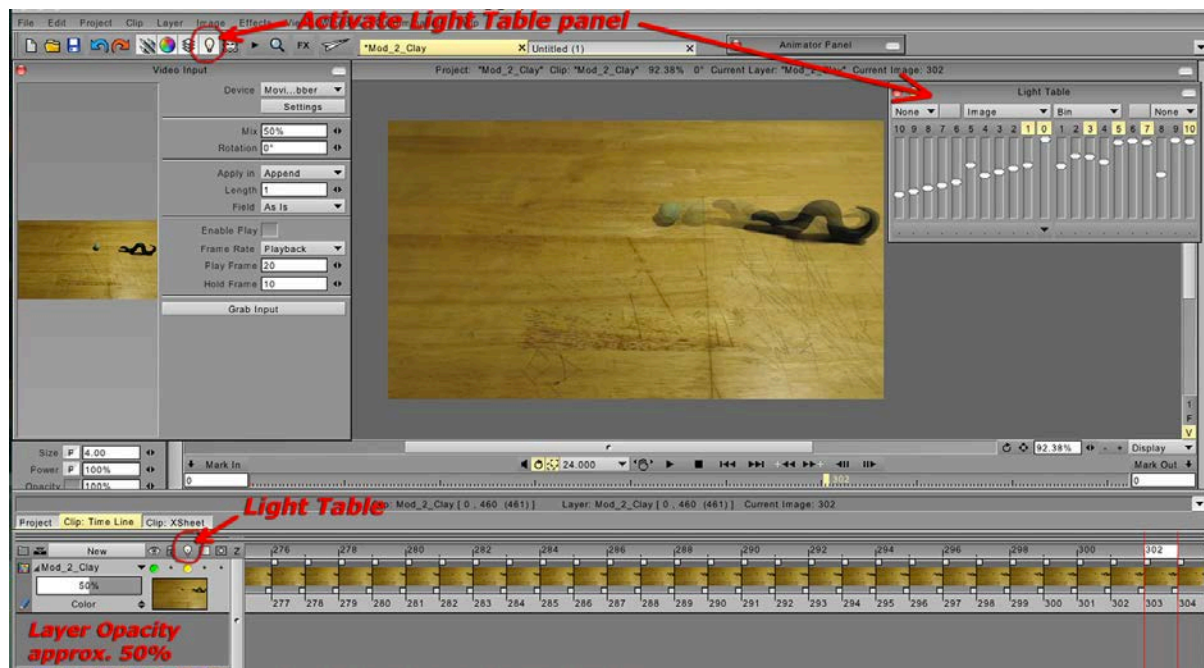
See TVPaint 10 User Manual , Lesson 6 , section 6-30 - to – 6-34 .

Also see [How to Use The Light Table](#) tutorial on the TVPaint Website: http://www.tvpaint.com/v2/content/article/support/includes/get_movie.html.php?id=50

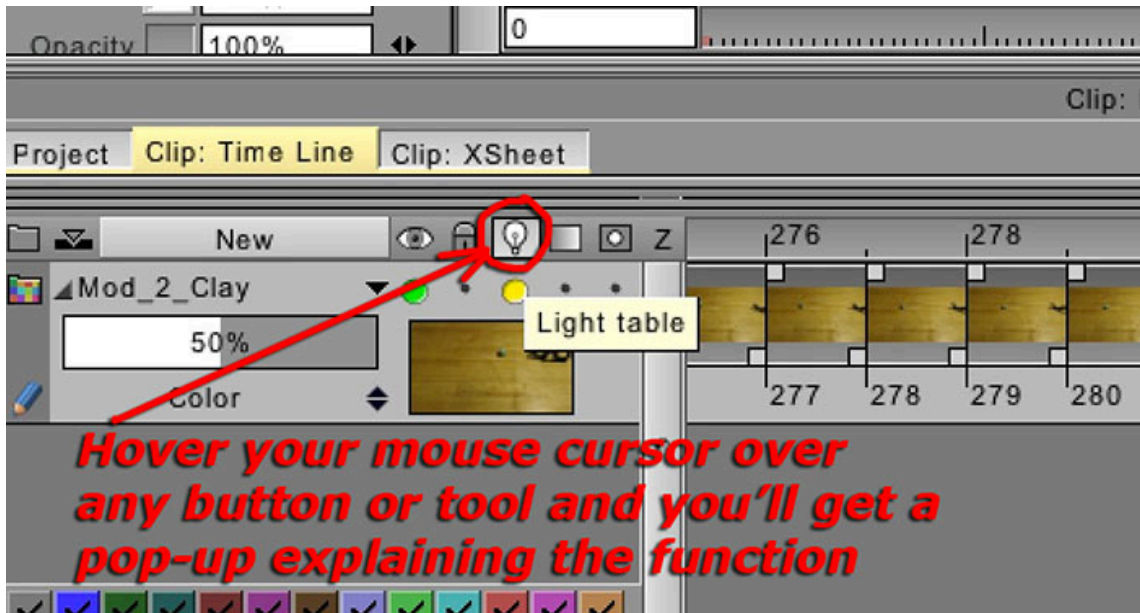
Also check the [TVPaint WIKI FAQs](#) : <http://tvpaint.wikispaces.com/FAQ>

Q_03a - *"Is there a video that shows the basic functions of all the buttons and things in the TVP interface ?"* **Answer:** [A_InterfaceTV.pdf](#) [right-click on PDF link and SAVE AS ...]

The LightTable button in the Layer Panel (to the left of the Timeline) is the LIGHT BULB icon. Click on the dot underneath the light bulb to activate the light table. When you click under it and it is activated you'll see the dot under the light bulb highlighted in yellow. Set the Layer Opacity to approx. 50% .



***HINT:** if you hover your mouse cursor over any button or tool bar in TVPaint you'll get a pop-up which explains what the function is -



For **TVPaint 11** , see the section in the online User Manual about the Light Table:

<http://www.tvpaint.com/doc/tvp11/index.php?id=lesson-tradigital-animation-advanced-classic-tools-light-table>

(again, this is basically the same as in earlier versions TVPaint 9 and TVPaint 10 , with some minor cosmetic differences and a few additional functions added to the Light Table panel in TVPaint 11, but for basic stop-motion frame capture it is the same.)